Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms–children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information   The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Table of Contents

Xbox *Live*™

Take Tom Clancy's Rainbow Six 3 Black Arrow™ Beyond the Box

Xbox *Live*™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a friends list with other players, see when they're online, and receive invitations to play games. For games with multiplayer mode, invite your friends to play and talk to them in real-time while you play. For games with downloadable content, download items such as new levels, missions, weapons, vehicles, and more to your Xbox console.

Connecting

Before you can use Xbox *Live*, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox *Live* service. To determine if Xbox *Live* is available in your region and for information about connecting to Xbox *Live*, go to www.xbox.com/connect.

Using the Xbox® Controller

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.

2. Insert an expansion device (for example, Xbox Memory Units) into controller expansion slots as appropriate.

3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play Black Arrow.

Game Controls

You can select the control settings that best suit you via the Controller option in the Options menu. The default settings for the controller appear below.

QUICK WEAPON SWITCH
CHANGE STANCE
MAP
PAUSE
PEEK LEFT
FLUID DOOR CLOSE
PEEK RIGHT
FLUID DOOR OPEN

FIRE - USE WEAPON
NIGHT VISION
THERMAL VISION
RELOAD (HOLD-WEAPON MENU)
ACTION (HOLD-ORDER MENU)
TEAM HOLD
ZULU
ZOOM

STRAFE
MOVE
FORWARD/BACKWARD

LOOK LEFT/RIGHT
LOOK UP/DOWN

User Profiles

When you start Black Arrow for the first time, the game prompts you to enter a user profile under which the game will store your options, saved campaigns, and multiplayer match settings. This allows each player who plays on the Xbox console to instantly access his settings and saved games by simply choosing his profile. To enter a name using the rotary typewriter, simply use the left thumbstick.

Quick Start

Starting a Campaign

1. Select CAMPAIGN on the Main Menu.
2. Select the difficulty of the campaign – RECRUIT, VETERAN, or ELITE – to proceed to the Briefing screen.

Starting a Custom Mission

1. Select CUSTOM MISSION on the Main Menu.
2. Select GAME TYPE and choose PRACTICE MISSION, TERRORIST HUNT, or LONE RUSH.
3. Select MAP and choose a map from the map list.
4. Select DIFFICULTY and set the desired difficulty level.
5. Select ACCEPT to proceed to the Briefing screen.

Starting a Split-Screen Game

1. Select MULTIPLAYER on the Main Menu.
2. Select SPLIT SCREEN on the Multiplayer menu.
3. Choose the two controllers for your split-screen game session.
4. Select MAP and choose a map from the map list.
5. Select DIFFICULTY and set the desired difficulty level.
6. Select ACCEPT to proceed to the Briefing screen.

Starting a Training Session

1. Select TRAINING in the Main Menu.
2. Choose your training session (see *Training* in the *Pre-Game Screens* chapter).

Starting a System Link Game

1. Press the START button.
2. Select SIGN OUT XBOX *LIVE* on the Start menu if you are currently signed in.
3. Select SYSTEM LINK on the Main Menu.
4. Create a match by pressing the Ⓨ button.
5. Set the basic match settings and then hit NEXT.
6. Select your map.
7. Your match is now up and can be joined by anyone connected to your Xbox via an Xbox System Link Cable.

Starting an Xbox Live Game

1. Select MULTIPLAYER on the Main Menu.
2. Select XBOX *LIVE* on the Multiplayer menu.
3. Select your Xbox *Live* account.
4. Enter the pass code for your account.
5. Select CREATE MATCH on the Xbox *Live* menu.
6. Set the basic match settings and then select NEXT.
7. Select your map.
8. Your match is now up and can be joined by anyone connected to Xbox *Live*.

Introduction

A series of attempts to kidnap telemetry and rocket scientists pulls Rainbow into a spider web of international intrigue. A network of disaffected military officers and terrorists from across Central Asia is trying to create a war in the oil-rich regions around the Caspian Sea, throwing the area into chaos and giving the terrorists the opportunity to carve out a new country that they would rule. Rainbow must stop the terrorists from developing weapons of mass destruction and prevent them from starting a devastating war.

Overview

In Black Arrow, you are Ding Chavez, the leader of an elite international anti-terrorist unit code-named Rainbow. Your mission: to neutralize terrorists and save the world.

Domingo "Ding" Chavez
Team 1: Lead Field Operative
ID: RCT0047-X0566
Date of Birth: 12 January 1968
Nationality: American

Black Arrow contains ten missions linked together to form a single campaign. During missions the action gets intense, and with "one-shot, one-kill lethality," the real world is extremely unforgiving. As your skills sharpen, the missions get gradually harder to keep up the pressure.

Remember, when Rainbow gets called in, it's because it's an extremely important mission and all other options have been exhausted. Hit 'em hard and hit 'em fast.

Team Rainbow

While there are other operatives in Rainbow, you only need to be concerned with your boss and the members of Team 1, your team.

John Clark

John Clark, your boss, worked as a field operative for over 20 years. When he retired from the field, he took command of Rainbow. He's your link to the outside world and coordinates your missions and activities from the team's headquarters in Hereford, England.

Louis Loiselle
Team 1: Field Operative
ID: RCT0013-B5928
Date of Birth: 6 June 1968
Nationality: French

Eddie Price
Team 1: Field Operative
ID: RCT0049-B4197
Date of Birth: 21 September 1958
Nationality: British

Dieter Weber
Team 1: Field Operative
**ID:** RCT0017-B7682
Date of Birth: 9 July 1971
Nationality: German

Pre-Game Screens

START Button Menu

Press the START button at any time to gain access to the following options:

- **RESUME** – Go back to your previous screen.
- **MAIN MENU** – Go to the Main Menu.
- **COMMUNITY** – Open the Community menu.
- **OPTIONS** – Open the Options menu.
- **SIGN IN/OUT XBOX LIVE** – Change your Xbox Live connection status.
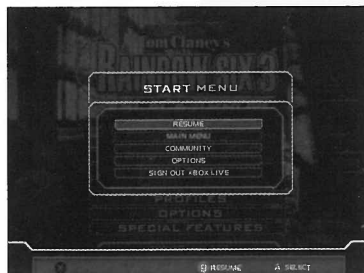
Main Menu

At the bottom of the screen is your user profile (see User Profiles) and Xbox Live account name if signed in.

- **CAMPAIGN** – Begin a new or continue a saved campaign.
- **CUSTOM MISSION** – Play previously unlocked maps in three different game types:
  - Practice Mission – Practice unlocked single-player maps.
  - Terrorist Hunt – Fight against terrorists on all unlocked maps.
  - Lone Rush – Practice your aiming skills on all unlocked maps.
- **TRAINING** – Go directly into Training mode.
  - Basic Training – Learn Black Arrow basics.
  - Shooting Range – Practice your shooting skills.
  - Team Training – Practice numerous aspects of the game with your team.
- **MULTIPLAYER** – Select your multiplayer mode:
  - Xbox Live – Join/create Xbox Live multiplayer matches.
  - Split Screen – Start a split-screen game.

System Link – Join/create a System Link multiplayer match (not available when signed in to Xbox Live).

- **PROFILES** – Select and/or create a user profile.
- **OPTIONS** – Customize the settings of the game.
  - Setup – Adjust the Invert Look mode, controller vibration, and x/y sensitivity.
  - Controller – Choose your controller configurations.
  - Video – Adjust brightness and HUD display.
  - Sound – Choose your Xbox Communicator output mode and your voice masking, if you want it.
  - Xbox Live – Modify your Xbox Live options and Quick Match filter.
- **SPECIAL FEATURES** – View the unlocked special features of the game.

On the bottom left of the screen is an Xbox Live status icon. This icon appears on all pre-game screens and can be any of the following icons:

- ⊙ You are not signed in.
- ⊙ You are signed in and connected.
- ⊙ You are signed in and have a message. To view it, press the START button and access your Friends List.

In-Game Interface

Pause Menu

During single-player play, the Pause menu displays your current mission objective along with the following options:

- **RESUME** – Resume the mission.
- **SAVE** – Save your current progress.
- **LOAD** – Load a previously saved file.
- **INSERTION** – Reload mission and start at the beginning.
- **BRIEFING** – Reload mission and start from the Briefing menu, where you can reselect your gear and weapons.
- **COMMUNITY** – Open the Community menu.
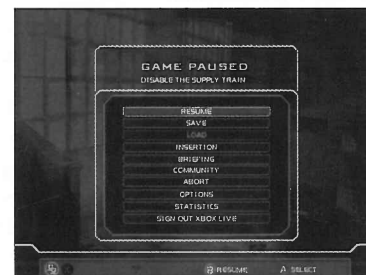
- ABORT – Quit the current mission and go to the Debriefing screen.
- OPTIONS – Open the Options menu.
- STATISTICS – Open the Statistics menu.
- SIGN IN/OUT XBOX *LIVE* – Change your Xbox *Live* connection status.

HUD

Health
Heart rate
Weapon
Bullets
Magazines

Targeting reticle
Team current action
Team health
Current objective
Operative names
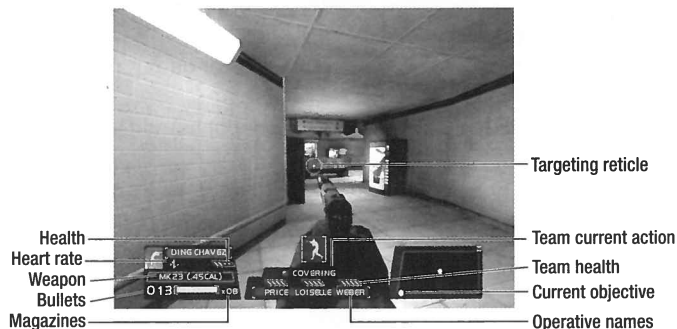
Your Information

Just below your name is your **heart rate** and **health** information. You have four bars of health at the beginning of each mission. If you lose all four, you are dead and automatically fail the mission.

Weapon Information

Information regarding the current weapon/object appears below your heart rate. These include **weapon/object name**, the number of bullets in the **weapon/magazine**, a graphic depicting the ammo remaining in the weapon, and the number of **extra bullets/magazines** available for reloading.

In the center of the screen is the **targeting reticle**, which consists of a circle and center dot. As you move, the circle shrinks to reflect your loss of accuracy. When you stop moving, the circle expands back to its largest size. Crouching gives you even more accuracy, hence a larger circle.

Team Information

Depending on the mission, John Clark can assign up to three other operatives to support you. **Team health** is in the bottom center of the screen and works exactly like your own. Below each health indicator is an **operative name**, which blinks when that operative is talking. Above the health indicators is the **team current action**, which describes what they are currently doing.

Mini-map

In the lower right of your screen is the mini-map. The mini-map shows you the area immediately around you and helps you navigate the mission areas. If your **current objective** is within the map display area, it appears as a small objective icon [•]. If it is not in view, an arrow ▼ appears along the edge of the map to help you find it. Note that if the objective is on the upper level of the map, you should see a ▲ icon; a ▼ icon appears if the objective is on the lower level of the map.

Teammate icons ◯ help you keep track of your teammates during missions. Whenever a terrorist takes out one of your teammates, your teammate is replaced with a **Man Down icon** ✕ indicating where they fell.

You can press the BACK button at any time to enlarge the map. To help you make quick tactical decisions during missions, each area of the map is shaded.

Darkest Shading   Medium Shading   Lightest Shading

The darkest areas are mainly linear, with one way to pass through them. Medium-shaded areas are areas that have many entrances and exits and should be approached with caution. Finally, lightly shaded areas are identical to medium-shaded areas except that the entrances and exits contain closed doors. These areas are ideal for using Zulu Go-Codes to allow you and your team to enter the same area from different directions at the same time.

Tom Clancy's
RAINBOW SIX 3
BLACK ARROW

Tom Clancy's
RAINBOW SIX 3
BLACK ARROW

Action Icon

The Action icon appears above the team current action and shows the action you and/or your team can perform at the location designated by the center dot of your reticle. Action icons with brackets around them ▣ designate that the team will perform the action; while those without ▣ are actions performed by you, the player (see *Interacting with the Environment*).

How to Play

Looking and Moving Around

To look around, simply move the right thumbstick. To move around the world, use the left thumbstick. Moving quickly greatly increases the amount of noise you make and also makes shooting accurately much more difficult.

Peeking and Changing Stance

Peeking is extremely useful for looking around objects without completely exposing yourself to enemy fire. Peek using left and right on the ● (D-pad). Change your stance between standing and crouching by clicking the left thumbstick to minimize your exposure to threats.

Night and Thermal Vision

Night vision (Ⓨ button) allows you to see clearly in the dark. It depicts the world as shades of black and green. Thermal vision (Ⓑ button) is useful for highlighting heat signatures, such as people and hot objects like fires. Thermal vision also lets you see through some doors and objects, which is extremely useful during Recon missions.

Interacting with the Environment

Interacting with your environment is extremely important in Black Arrow. It allows you to do everything from opening doors to securing surrendered terrorists. To interact with your environment, move near to and look at an area/object you can interact with. When a Player Action icon ▣ appears in the bottom center of the screen, press the Ⓐ button to perform the action the icon represents.

If the action involves a door, there are two additional controls you can use: Fluid Open and Close. To fluidly open a door, press up on the ●. To fluidly close a door, press down on the ●.

How Do I Give Orders to My Team?

Default Orders

To order your team to interact with the environment, simply look at the object/area where you want them to do something. When a Team Action icon ▣ appears in the bottom center of the screen, press the Ⓐ button to order your team to perform the default action (see *Situations and Default Actions*).

Quick Order Interface

You can also press and hold the Ⓐ button to display the Quick Order Interface (QOI), which contains a complete list of available actions. To issue an order from the QOI, press the corresponding direction on the ●.
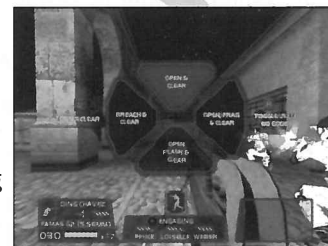
Zulu and Clear Toggles

Some locations have more than four orders associated with them and use the Zulu (left trigger) and Clear (right trigger) order toggles. The Zulu order toggle tells the team to wait to execute the order until you give them the Zulu Go-Code (Ⓞ button). This allows you to be somewhere else when the team performs the order.
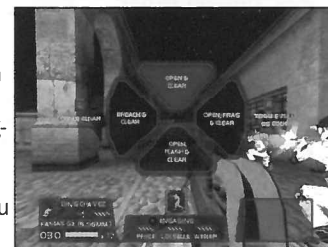
The Clear order toggle tells the team to rush into the room and engage all tangos once they have performed the order.

Voice Communicator

If you have an Xbox Communicator headset connected to your Xbox Controller, you can order your team using voice. To issue an order, simply say the text that appears in the QOI at any time.
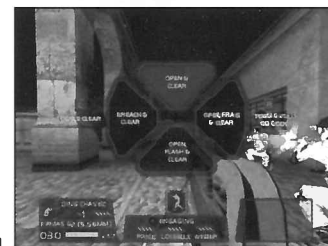
To make things really simple, you can always execute the default order for any action situation by saying, "Go, go, go."

Hold, Regroup, and Zulu

Whenever your team is not following you, you can order them to regroup by saying, "Regroup." At any time, you can tell your team to hold by saying, "Hold," and they will seek cover near their current location. You can also issue either of these orders by pressing the Team Hold/Regroup button (● button).

If your team is waiting for you to issue the Zulu Go-Code, you can issue the order by saying, "Zulu," or, "Zulu Go," using your communicator.

Action Situations and Default Actions

Location: Ground
Default Order: Move to
Voice: "Move"

Object: Closed door
Default Order: Open and clear
Voice: "Open and clear"

Object: Opened door
Default Order: Close
Voice: "Close"

Object: Locked door
Default Order: Open and clear
Voice: "Open and clear"

Object: Ladder
Default Order: Climb ladder
Voice: "Climb"

Person: Securable hostage
Default Order: Secure hostage
Voice: "Secure"

Person: Escortable hostage
Default Order: Escort hostage
Voice: "Escort"

Object: Surrendered terrorist
Default Order: Secure terrorist
Voice: "Secure"

Object: Explosive device
Default Order: Defuse bomb
Voice: "Demo up"

Switching Between Weapons and Equipment

To bring up the Inventory menu, press and hold the ✪ button. To select a piece of gear, simply press the corresponding direction on the ●. You can also quick-switch between your primary and secondary weapons by pulling the left trigger.

Shooting

Reticle

As stated earlier, the reticle consists of a circle and a center dot. All you have to do to hit a terrorist is to put the center of his chest or his head inside the circle, or to put the center dot on any part of his body. To hit any other object, you need to put the center dot on it.

Dispersion

When you start shooting with a gun, four red dots appear to show your dispersion state. The longer you hold the trigger, the less accurate your rounds become (due to recoil). As you continue to fire, your targeting reticle gets slightly larger. This shows that the bullets you are firing are becoming less accurate.

Firing

To fire your weapon, pull the right trigger. If the weapon is an automatic, it will continue to fire until you release the trigger. If it isn't, it will only fire a single shot with each trigger pull. When you fire, the screen jumps and the smoke and flash from the weapon disrupt your vision. So for maximum effectiveness, whenever possible, you should fire short bursts of three to five rounds.

Reloading

To reload your weapon, press the ✪ button. This removes the current magazine from the weapon and replaces it with another. Try to reload whenever you get a chance, because there's nothing worse than being in the middle of a firefight and running out of ammunition.

Zooming

You can use the zoom of your weapon by clicking the right thumbstick. This gives you a better view of your target, but slows down your looking/turning speed. Sniper rifles, unlike other weapons, have two zoom levels.

Bullet Penetration of Doors

In Black Arrow, bullets penetrate doors and not walls. Bullets are less lethal when they emerge on the other side of a door, but for large-caliber weapons like the M82A1 .50cal sniper rifle, it really doesn't make much of a difference.

Other Items

Besides firearms, there are a number of different items you can take into missions.

Gas Mask

A gas mask negates the effects of tear gas grenades and is always worn when carried.

Deploying Explosive Charges and Mines

There are three different types of explosives in Black Arrow:
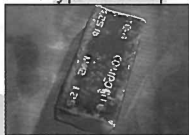
Breaching Charges   Remote Charges   Claymore Mines

Breaching charges destroy doors and temporarily stun those on the other side. But beware – anyone standing close to the door will receive damage. To place a breaching charge, look at a door, and when the Place Charge reticle appears, pull the right trigger. After you place the charge, a detonator appears in your hand, allowing you to detonate it at any time, or "on command."

Remote charges and claymore mines deploy on the ground near your feet when you pull the right trigger. Remote charges are basically frag grenades that you detonate on command, while claymore mines are similar but inflict damage to their front only.

Throwing Grenades

There are five types of grenade in Black Arrow:

Frag – Explodes, inflicting damage.

Flash Bang – Temporarily disables anyone near the blast.

Tear Gas – Creates a cloud of toxic gas that temporarily incapacitates anyone not wearing a gas mask.

Smoke – Creates a large cloud of white smoke.

White Phosphorus (WP) – Creates a small, white cloud and explodes, burning everything nearby.

To throw a grenade, simply look in the desired direction and pull the right trigger. You'll have to get used to judging the range, so practice throwing a few grenades before you get into combat. You can also pull and hold the right trigger to pull the pin on the grenade. As soon as you release the trigger, you throw the grenade.

M203 Grenade Launcher

The M203 Grenade Launcher is an incredibly powerful weapon and must be used with caution. There are four different rounds available for this weapon:

- HE – Explodes on contact, inflicting damage.
- CS (Gas) – Explodes on contact, creating a cloud of toxic smoke.
- Smoke – Creates a large cloud of orange smoke.
- RP – Creates a small cloud of red smoke and explodes, burning everything nearby.

In-Game Saves

Black Arrow automatically saves your progress after each complete mission objective. You can also save your progress during missions using the Pause menu (see *In-Game Interface*). Depending on the difficulty level, you get one to three saves per mission.
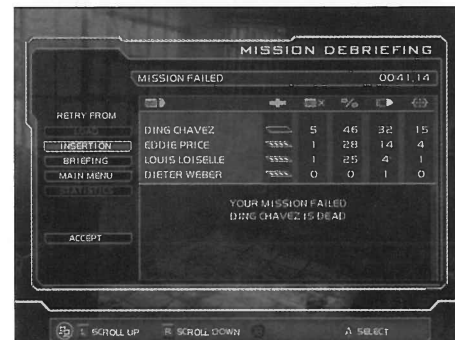
Finishing a Mission: Debriefing

After you finish a mission, whether you fail or succeed, you proceed to the Debriefing screen. This screen has the statistics of each operative, including health ⬛, kills ⬛, hit percentage ⬛, rounds fired ⬛, and rounds on target ⬛.

You can then select one of the following options:

- LOAD – Load a previously saved file.
- INSERTION – Reload mission and start over from the beginning.
- BRIEFING – Retry to the last mission from the Mission Planning Computer, where you can reselect your gear and weapons.
- MAIN MENU – Abort your mission and go to the Main Menu.
- ACCEPT – This option is only available if you successfully complete a mission. In a campaign, ACCEPT automatically saves the campaign and takes you to the next mission; if you're not in a campaign, it takes you to the Custom Mission screen.

Multiplayer
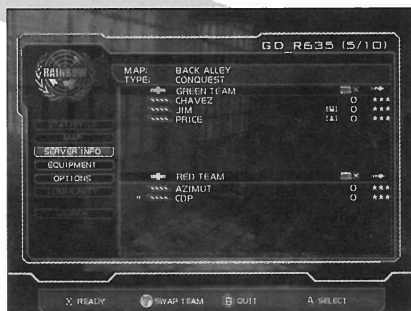
System Link vs. Xbox Live Play

System Link allows you to play between two or more Xbox consoles linked via Xbox System Link Cables. This method of play is ideal if you have a number of Xbox consoles together under the same roof.

If you have an Xbox *Live* account, you can play Black Arrow over the Internet, where you can always find plenty of teammates and opponents. Xbox *Live* also allows you to download new game content, such as game maps, and keep track of friends and players from the last game you played. If you don't have an Xbox *Live* account, you can open one by purchasing an Xbox *Live* Starter Kit.

Split-Screen Mode

This mode allows you to play with other players on the same screen using different controllers. As in single-player mode, missions and practice mode are available.

Game Types

Black Arrow supports seven different multiplayer game types.

Cooperative

- Practice Mission – Play single-player missions with friends.
- Terrorist Hunt – Hunt down terrorists without having to worry about hostages and other objectives.

Adversarial

- Survival – Play against friends; the last player standing wins.
- Team Survival – Divide into two teams; the last team standing wins. The Green team wears blue uniforms, while the Red team wears desert camouflage uniforms.
- Total Conquest – The goal of each team is to control all the COMSAT simultaneously for a certain amount of time (user defined).
- Retrieval – Race to the biohazard canister and take it back to your depot station to score a point for your team. The team that collects the most within the game's time limit wins (user defined).
- Sharpshooter – Play against friends; the player with the most kills wins. When you die, you respawn and immediately re-enter the action.

Cooperative modes support up to four players, while adversarial modes support up to 16 players. Matches with poor Internet connections may not be able to support the maximum number of players.

Voice Communication

You can use an Xbox Communicator headset to talk to other players. The game type determines who can hear you:

- Practice Mission – Teammates only.
- Terrorist Hunt – Teammates only.
- Survival – Anyone within 15 m.
- Team Survival – Teammates only.
- Sharpshooter – Anyone within 15 m.

- Retrieval – Teammates only.
- Total Conquest – Teammates only.

Xbox Live

You can sign in to Xbox *Live* at any time by hitting the START button.

This screen allows you to access all the Xbox *Live* features of Black Arrow.

- QUICK MATCH – Go to the Quick Match screen to find a match that best fits your Quick Match preferences (select Xbox *Live* in the Options menu to set your preferences).
- OPTIMATCH – Go to the OptiMatch screen, where you can set search parameters for Xbox *Live* matches.
- CREATE MATCH – Go to the Create Match screen.
- COMPETITION – Go to the Event Calendar menu.
- COMMUNITY – Go to the Community screen, where you can access your Inbox, Friends List, and Clan Management.
- STATISTICS – Open the Statistics screen, where you can view multiplayer statistics.
- OPTIONS – Open the Options screen to change your Black Arrow settings.
- DOWNLOAD – Download new game content using an Xbox utility program. If there is new downloadable content available, this button is animated.

Quick Match

This screen shows the match that best suits your Quick Match preferences.

OptiMatch

This screen allows you to set a number of match search parameters:

- GAME TYPE – Set the game type you wish to play.
- SERVER TYPE – Select dedicated or non-dedicated matches only.
- MIN PLAYERS – Set the minimum match size.
- MAX PLAYERS – Set the maximum match size.
- INCLUDE OVERSIZED – Choose whether you want to see matches whose maximum number of players is larger than recommended for their connection speed. If you select YES, you may experience excessive lag in these matches.
- LANGUAGE – Set your preferred spoken and written language.
- ALLOW VOICE – Allow voice communication during the match. If you're dead, you can only talk to dead players.
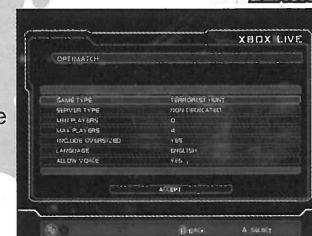
Once you've set the match parameters, hit ACCEPT to search for appropriate matches.

Create Match

At the top of this screen are the maximum suggested players for your Internet connection, server type, and voice setting. You can create a match that allows more than the maximum recommended players (an "oversized" match), but you may experience lag if you do so. Also, players looking for matches to join have the option to filter out oversized matches.

Below are the match options you can set on this screen:

- SERVER NAME – Enter the name of your server.
- GAME TYPE – Specify the game type for your match.
- SERVER TYPE – Make the match dedicated or not. Dedicated matches have better frame rate and can hold more players, but the person hosting the match cannot play in it.
- ALLOW VOICE – Allow voice communication in the match. If you're dead, you can only talk to dead players.

- MAX PLAYERS – Set the maximum number of players allowed.
- FRIENDS SLOTS – Reserve a number of player slots for people on your Friends List.
- LANGUAGE – Select your preferred spoken and written language.

Once all the options are set, hit NEXT to select your map. On dedicated servers you can create a list of multiple levels for the server to cycle through. When done, select ACCEPT to start playing.

Lobby

Once you reach this screen, you are officially in a match. If a round is already in progress, you wait in the Lobby screen until the beginning of the next round, unless it's a Sharpshooter match. This screen displays the following information about players in the match:

- Connection speed
- Kills
- Health
- Speaking to everyone in the match
- Speaking to team only
- Host
- Yourself

At the bottom of the screen is the time remaining until a round either ends or begins. If the match is between rounds, you can tell the host you're ready to play by pressing the ✕ button. Also, if the teams are not locked, you can press the ⓨ button to switch teams.

- STATISTICS – Open the Statistics screen, where you can see stats from all players within the game session.
- MAP LIST (Dedicated matches only) – View a list of all available maps.
- MAP (Non-dedicated matches only) – Open the Map screen, where the host can change the current map. (*Caution:* Changing the map restarts the match.)
- SETUP – Open the Match Options screen, which is only editable by the host.

- EQUIPMENT (Non-dedicated matches only) – Open the Equipment screen, where you can change your gear.
- OPTIONS – Open the Options menu.
- COMMUNITY – Open the Community menu.
- LAUNCH (Server only) – Force the start of the next round.

Note: You can also reach the Lobby screen by pressing the START button in a multiplayer game session.

Match Options

This screen displays the match options that can be changed without restarting the match. Only the host can edit these options.

- TIME BETWEEN ROUNDS – Set the number of seconds between rounds.
- BRIEFING TIME – Set the time spent in the preparation room.
- TIME PER ROUND (Adversarial only) – Set the time per round.
- ROUNDS PER MAP (Dedicated only) – Set the number of rounds before the level automatically changes.
- FRIENDLY FIRE – Allow friendly fire.
- PUNISH TEAM KILLER – Force players who kill their teammates to sit out next round.
- LOCK TEAMS (Team games only) – Lock teams so only the host can move players to different teams.
- DIFFICULTY (Co-op only) – Set the map difficulty level.
- ALLOW GRENADE LAUNCHERS – Allow players to use grenade launchers.
- ALLOW THERMAL VISION – Allow players to use thermal vision.
- AUTO BALANCE TEAMS – Automatically balance teams after every round.
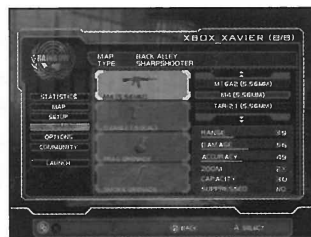- RANDOM BALANCE TEAMS – Randomly balance teams after every round.

Equipment

This screen allows you to change your gear for the next mission and functions exactly like the Gear screen in the Mission Planning Computer.

Competition

This brings you directly into the Event Calendar, which is the menu for all competition-related features. The event calendar displays all competitions in which your squad is registered and the match date.

By pressing the ❌ button, you can search for open competitions based on your own competition session settings.

- GAME MODE – Choose your multiplayer game mode.
- MIN. PLAYERS PER TEAM – Set the minimum number of players per team.
- MAX. PLAYERS PER TEAM – Set the maximum number of players per team.
- RECURRENCE – Choose the recurrence time for the competition you want to be in.
- REGISTRATION ENDS – Select the registration end date.
- LANGUAGE – Select your preferred language within the competition.

By pressing the ❤ button, you can create a competition.

- NAME – Name your competition.
- DESCRIPTION – Enter a description for your competition.
- PLAYERS PER TEAM – Set the maximum number of players per team.
- GAME MODE – Choose your multiplayer game mode.
- LANGUAGE – Select the preferred language for your competition.

Community

- INBOX: Access your personal mail box, where you can send and receive text-based and voice-based messages.
- FRIENDS: The Friends List contains a list of your current and potential friends.
  - Remove from Friends List: Remove a friend from your Friends List.
  - Statistics: View your friend's stats and profile.
  - Send Message: Send a message to your friend.
- PLAYERS: The Player List contains a list of the last 26 players you played with.
  - Voice Off/On: Toggle the voice option on or off.
  - Send Feedback: Send feedback about a player.
  - Add Friend: Send a Friend request to this player.
  - Statistics: View a player's stats and profile.
  - Recruit Player: Recruit this player.
  - Kick (server only): Kick a player out of the match.
- MY SQUAD: You can view your Squad menu.
  - Edit Details: Modify your squad options and features.
  - View Members: View all your members with their rank and global status.
  - View Statistics: View your squad members' stats and profiles.
  - Recruit: Recruit a new member.
  - Leave: Quit your current guild.
- RECRUITERS: View all squads currently recruiting.

Permissions

When in a multiplayer game, the squad director and commanders can give permissions to the squad members.

Permission Levels

Operative

- Operatives can participate in squad competitions.

Officer

- Officers have all the permissions granted to operatives.
- Officers are allowed to register the squad in team competitions.
- Officers are allowed to recruit new members.

Commander

- Commanders have all the permissions granted to officers.
- They can change members' permissions.
- They can remove members from a squad (except for the director).
- They can create a competition.

Director

- There can be only one director.
- The director has all the permissions granted to the commander.
- He is allowed to edit the squad's details.
- He can delete the squad (if he is the only squad member left).
- He is the only one who can create the logo using the logo generator.
- He is the only one who can grant commander status to other players.
- He can also grant director status to another player.

If the director leaves, the authority automatically transfers to the oldest member of the highest level.

Tom Clancy's Rainbow Six 3 Black Arrow™

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